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# KEYBOARD COMMAND REFERENCE ≣

**NOTE:** If you want to drive with an analog steering wheel or a game controller, access the Controllers menu for default controls. (➤ p. 10)

## DEFAULT DRIVING CONTROLS–SINGLE PLAYER RACE

| ACTION | KEYBOARD | ACTION | KEYBOARD |
|---|---|---|---|
| ACCELERATE | ↑ | CYCLE DRIVING VIEWS | C |
| STEER LEFT/RIGHT | ←/→ | HORN; SIREN (PURSUIT CAR) | H |
| BRAKE | ↓ | RESET CAR | R |
| HANDBRAKE | Spacebar | LAY SPIKE STRIP (PURSUIT CAR) | S |
| SHIFT UP/DOWN | A/Z | LIGHTS ON/OFF/HIGHBEAMS | L |
| | | LOOK BEHIND | B |

## ADDITIONAL GAME CONTROLS

| ACTION | KEYBOARD | ACTION | KEYBOARD |
|---|---|---|---|
| PAUSE/RESUME RACE | Esc | TOGGLE REARVIEW MIRROR | F7 |
| HIDE/REVEAL PAUSE MENU | F1 | TOGGLE MUSIC | F8 |
| PAN PAUSE CAMERA LEFT/RIGHT | F2 / F4 | TOGGLE SOUND FX | F9 |
| STOP/RESUME PAUSE CAMERA ROTATION | F3 | REDUCE/EXPAND WINDOW | F11/F12 |
| TOGGLE ON-SCREEN GAUGES | F5 | CYCLE MAP OPTIONS | Tab |
| TOGGLE ON-SCREEN GAUGES (PLAYER 2) | F6 | ZOOM MAP IN/OUT | +/− (KEYPAD) |

# PERFORMANCE WITH ATTITUDE!

Packed with all the exotic supercars and tracks you crave, *Need for Speed™ III* adds two exciting new elements to the mix with all-new Hot Pursuit mode.

*Need for Speed's* most wanted: Law enforcement teams, dedicated to stopping speeders at any cost, patrol the circuits. The cops come at you with roadblocks and tire spikes in their endless effort to protect and serve.

If you can't beat 'em, bust 'em: Drive a high-performance patrol unit and keep the streets safe. Pull over as many speeders as you can catch. You're judged by how many reckless drivers you punish.

### *Reengineered for Higher Performance, Stunning Realism, and Fierce Competition:*

- ◆ *NEW!* Licensed Supercars.

- ◆ *NEW!* Real World Tracks—Race on eight competitive courses plus a bonus track. Special effects, traffic and ambient audio effects bring these circuits to life.

- ◆ *NEW!* Hot Pursuit Mode—Cruise the track in a super pursuit car and apprehend speeders, or challenge the law and risk losing your license.

- ◆ *NEW!* Night Driving—Race on any track during the day or night. Headlights, high beams, and flashing police lights illuminate the course.

- ◆ *NEW!* Variable Weather—A flash of lightning and a crack of thunder warn of poor weather conditions ahead. Roads get slick, water sprays off tires, and droplets form on your windshield.

- ◆ *NEW!* Competitor AI—Each computer-controlled driver has a unique personality. Bump or cut 'em off and prepare for retaliatory measures.

- ◆ *NEW!* Downloadable Cars—Watch for additional supercars posted on EA's website, then download and race the new machines in *NFS3*.

For *Need for Speed III: Hot Pursuit* news and updates, visit the official *NFS3* website at **www.needforspeed.com.**

For more info about this and other titles, check out Electronic Arts™ on the web at **www.ea.com.**

# TAKING A SPIN

If you're anything like us, your first order of business is to take one of these supercars down to the track and begin pushing the performance envelope.

### To begin a race:

**1.** From the Game Setup menu, click ONE PLAYER. The Race Type overlay appears.

**2.** Click SINGLE RACE. The Name Entry box appears.

**3.** Type your name and press ENTER. The Main menu appears.

**4.** Click RACE. The race loads.

- When the announcer counts down *"3...2...1...GO!"*, hit the accelerator and see what your machine can do. ➤ *Keyboard Command Reference* on p. 2.

# SETTING UP A GAME

## *GAME SETUP MENU*

Race Type Overlay

Select ONE PLAYER or TWO PLAYERS to access the Race Type overlay

Connect with other computers for multiplayer racing (➤ *Multiplayer Racing* on p. 21)

Load a saved game (➤ *Loading Saved Game Files* on p. 20)



Access the *NFS3* website for updates and info

Exit the game

◆ Select a race type to advance to the Main menu (➤ p. 5)

➡ To make a selection from any *NFS3* menu screen, move your cursor to the menu item, then left-click.

- For information on specific race types, ➤ *Game Modes* on p. 16.

## MAIN MENU

Select a difficulty level
Select your car
Select a track
Select the car(s) you want to challenge
Adjust driving assistance options
Modify player name

Return to the Game Setup menu

Start the race (➤ *On the Track* on p. 13)

Set game options (➤ *Options Menu* on p. 10)

■ Whenever you see a ▶, click it to access a cascading menu.

## DIFFICULTY LEVEL MENU

This menu appears only in Tournament and Knockout modes. EXPERT level features more difficult tracks and randomly applied challenges, such as night driving, weather, and mirrored tracks.

## PLAYER CAR MENU

### *Transmission*

Choose an **AUTOMATIC** transmission for no-hassle, accelerate-and-steer driving or a MANUAL transmission where your performance shifting can take advantage of every ounce of torque.

### *Color*

Paint your machine. In addition to the hues provided, you can select CUSTOM to create virtually any color you want.
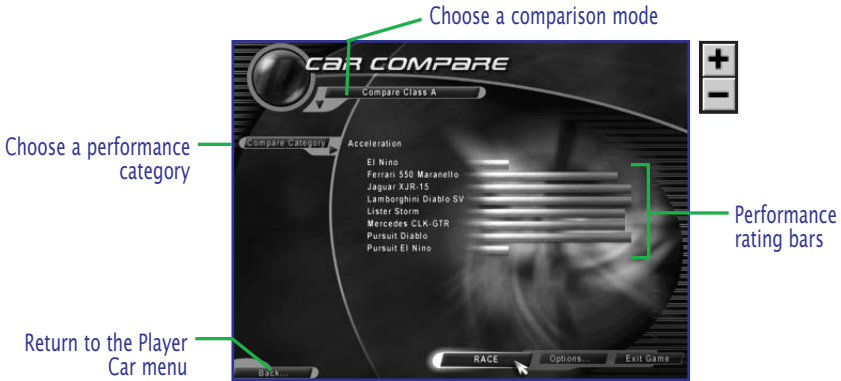
### **To create a custom color:**

**1.** Select CUSTOM from the Color cascade menu. The paint palette appears.

**2.** Move the vertical slider to the general color you want, then position the color selector on a specific color.

**3.** Click PREVIEW to view the color on your car.

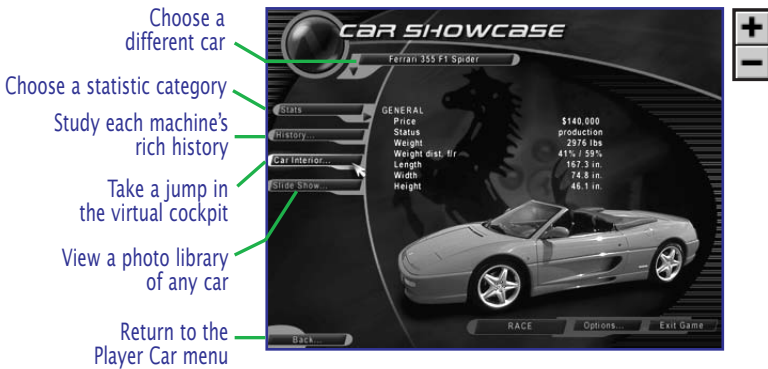**4.** When you're happy with the final product, click ACCEPT.

## Car Compare

Compare your car with others in its class, head-to-head against any model in the game, or in a group with every car.

Choose a comparison mode



Choose a performance category

Performance rating bars

Return to the Player Car menu

■ Car classes are based on Acceleration and Top Speed performance ratings.

## Showcase

If you owned one of these cars, what would you do when you weren't driving it? You'd be looking under the hood, rattling off details, and looking at it from every angle. Enough said.

Choose a different car

Choose a statistic category

Study each machine's rich history

Take a jump in the virtual cockpit

View a photo library of any car

Return to the Player Car menu



■ At the Car Interior screen, you can use on-screen tools to move the image in any direction.

## Car Tuning

Use the sliders to adjust your car's setup in each tuning category.

➡ To return the car to its factory settings, click SET DEFAULTS.

➡ To return to the Player Car menu, click BACK...

| | |
|---|---|
| ENGINE TUNING | Tune toward the low end for faster acceleration on tracks with tighter turns or to the high end for more top speed on tracks that allow it. |
| BRAKE BALANCE | Tuning to the front creates an understeering car by transferring weight to the rear during braking. Tune to the rear for an over-steering car. |
| STEERING SPEED | Set this option slower for more gradual turning or quicker for fast, twitchy steering. |
| GEAR RATIOS | Low gear ratios let your car climb through the gears quickly, spending less time in the slower gears. High gear ratios trade sluggish starts for top speed. |
| SUSPENSION STIFFNESS | A car with a soft suspension rolls into the turns. A car with a stiff suspension fights the road but gives you a better feel for it. |
| AERODYNAMICS | Tune lower for more downforce, increasing handling but reducing speed, or higher for less wind resistance. |
| TIRES | Rain tires move the water to grip the road under wet conditions. Racing tires have smooth surfaces that stick to dry roads and slip on wet ones. |

## Download Car

When you click DOWNLOAD CAR from the Player Car menu, a prompt appears asking if you want to close the game and launch your web browser.

➡ Click YES to continue. Your internet browser opens to the *Need for Speed* homepage where instructions step you through the download process.

## LOCATION MENU

Select a track

Choose the number of laps you want to race

Race the track **FORWARD** or BACKWARD

Set ON to race a mirror-image of the track

Toggle ON/**OFF**

Return to the Main menu

Click THE MAP to stop. Click and drag to turn. Click and spin to resume rotation.

### Track Records

The Track Records screen posts the top-10 performances for each track in each race length. Record holders are organized in order of best total time.

➡ To organize drivers by a different category, click that category's header.

➡ To view records for a different track, click the track name at the top of the screen and choose another track from the drop-down menu.

➡ To erase all records for the current track, click DELETE RECORDS.

### Track Info

The Track Info screen displays a complete map of the currently selected track. An audio/visual presentation delivers track information and tips on conquering the track's most difficult features.

➡ For info on a different track, click the track name at the top of the screen and choose another track from the drop-down menu.

## OPPONENT CAR MENU

Car menu
**NORMAL** cars drive slower and take fewer risks than AGGRESSIVE cars

Choose the number of computer drivers (a full grid is eight total drivers)

Toggle **ON**/OFF

➤ *Car Compare* on p. 6

➤ *Showcase* on p. 6

Return to the Main menu

➡ If racing against a full grid, you can choose a car from the Car menu to race against a pack of identical computer cars, or choose a class to race against random computer cars from the selected class.

## ASSISTS MENU

Driving Assists make it easier to get around the tracks at high speed. Assists are available only in Single Race and Hot Pursuit modes.

**EA TIP:** If you're new to *NFS*, these driving assists will help you master the *NFS3* tracks and race competitively against your friends in multi-player modes.

| | |
|---|---|
| BRAKING | With braking assist ON, the computer slows your car if you are driving too fast to negotiate a turn. |
| COLLISION RECOVERY | Set collision recovery ON for faster accident recovery. |
| TRACTION | Traction assist keeps your tires from spinning when you generate excessive torque. This enables the car to hug the road for faster cornering and quicker starts. |
| BEST LINE | Orange cones mark the fastest line around the track. Try to stay between the cones, then check success rate at the end of the race. Taking the Best Line will shave seconds off your track records. |
| NAVIGATOR | When ON, color-coded arrows and the *NFS3* announcer help you navigate the turns. |

| PURSUIT | Available in Hot Pursuit mode only. When ON, as soon as you make a bust, your car teleports up to the leader, so you have a good chance of busting him too. |

**Hot Pursuit Note:** In Hot Pursuit mode with Assists ON, if you're the cop and you're trailing the pack, you can press Ⓡ at any time to immediately catch up to the last car in the race.

## PLAYER NAME

Enter a driver name. *NFS3* tracks your race performance by this driver name.

## OPTIONS MENU

### *Audio*

Use the sliders to adjust sound and music volume levels. All the way left is OFF.

➡ To accept changes and return to the Options menu, click DONE.

➡ To cancel changes and return to the Options menu, click CANCEL.

| AUDIO MODE | Dolby™ Surround helps you feel the cars behind you and your engine beneath you. Choose the best mode supported by your system. |
| RACING TUNE | Sample and select your favorite song. Select RANDOM, or choose TRACK DEFAULT to play the rock or techno tune pre-selected for each track. |
| MENU TUNE | Sample and select your favorite song played during the menu screens or choose RANDOM. |

### *Controllers*

Access the Controllers menu to view the command button for each racing action. You can remap the buttons if the default configuration doesn't feel right with your racing style.

➡ To assign a command button/key, click the action you want to change, then press the button/key you want to assign to it.

➡ To reassign a command to an axis, do one of the following:

Half Axis Assignment

**To assign half the range of an axis to a command:**

**1.** Place the axis control in its center position.

**2.** Click the action you want to change.

**3.** Move the axis from its center position to one extreme.

■ You can assign the other extreme to another command.

Full Axis Assignment

**To assign the full range of an axis to a command:**

**1.** Place the axis control all the way to one extreme of its range.

**2.** Click the action you want to change.

**3.** Move the axis to the opposite extreme.

■ To reverse the direction, begin again with the axis at the opposite end of its range.

DEAD ZONE        To expand or reduce your controller's dead zone, click and drag the beads in the middle of the axis bars. The dead zone is the range you can move your controller before it affects your car's performance.

FORCE FEEDBACK  *NFS3* takes full advantage of force feedback controllers. Move the sliders to adjust the level of feedback put forth by individual driving forces.

AUDIO FEEDBACK  Map three numerical keys for audio feedback on your current race status. This feature is especially helpful when driving with the HUD turned OFF.

FUNCTION KEYS   Get familiar with the function key commands. You cannot remap function keys.

## *Cameras*

During a race, you can cycle through four cameras. Use the Camera menu to set your four favorite angles as the default camera views.

➡ To configure camera views, click each camera button to toggle selections, or access the cascade menus, and click the views you want.

## *Graphics*

*NFS3* defaults the Graphics options to the optimum settings for your computer system. If you want more graphic detail, set the options to the highest levels. If you want the game to run faster on your computer, try reducing some detail.

SCREEN SIZE      For optimum graphics, choose the highest resolution supported by your video card. Screen sizes followed by (z) will run, by default, with the Z Buffer option ON.

CAR CHROME       Chrome gives your car a brilliant, reflective sheen. Toggle ON/OFF.

CAR SHADING      Shading gives depth to your car's contours. Toggle ON/OFF.

CAR DETAIL       The higher the detail, the more realistic your car's appearance. Set HIGH, MEDIUM, or LOW.

| | |
|---|---|
| SPECIAL EFFECTS | Special effects add a real-world element to the race. Set HIGH, LOW, or OFF. |
| HORIZON | The horizon completes the landscape. Set HIGH, LOW, or OFF. |

ADVANCED SETTINGS

VIEW DISTANCE: Determines how far the landscape is drawn. With FULL, the entire landscape appears. With CLOSE, the landscape is drawn just as you drive into it.

Z BUFFER: Set Z Buffer ON for the smoothest graphics.

VIEW ANGLE: Choose a NARROW angle to focus the view on your car or WIDE to bring more landscape into the picture.

HEADLIGHTS: VERTEX headlights brighten the general area in front of your car. PROJECTED headlights focus strong beams of light on the road, illuminating your path.

PERSPECTIVE: If you're running NFS3 in Software Rendered mode, set ON for optimum display at close range. This feature is not available on systems running D3D video cards.

ALPHA INTENSITY: Adjust the Car Chrome brightness. This feature is available only on systems running a supported D3D video card.

## *Heads Up Display*

The Heads Up Display is the array of gauges on the screen during the race. You can toggle any gauge OFF to clear your view of the track.

Reposition your gauges

Display speed in **mph** or km/h on a digital or analog gauge

Display RPMs with a **digital**, analog, or magnified analog gauge

A **ROTATING** map rotates around a stationary car icon. The car icon travels around a stationary map.

Increase the map size by 2x, 3x, or 4x

Choose what your current lap time is measured against

Toggle **ON**/OFF



➨ To toggle the entire HUD **ON**/OFF, click DISPLAY.

## *Load*

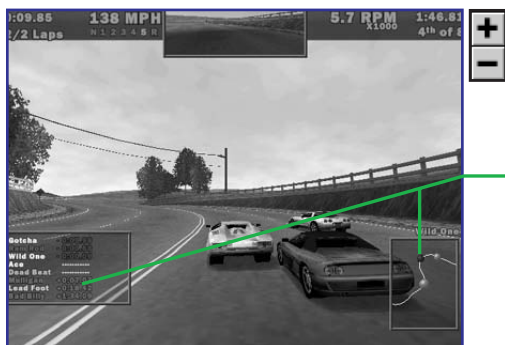➤ *Loading Saved Game Files* on p. 20.

## *DEFAULT DRIVING COMMANDS*

This section contains default driving commands assuming the keyboard as your controller. If you're using a different game controller, *NFS3* detects it and defaults to it. To view or configure your driving commands, select CONTROLLERS from the Options menu for equivalents.



Click an opponent's name or map icon to view the race from that driver's point of view. To return to your car's view, right-click anywhere

➡ To **accelerate**, press ⬆.

**EA TIP:** Don't overrev the engine before the race starts. If your tach is too high when your car shifts into first, you'll burn your tires and lose valuable ground.

➡ To **steer** left/right, press ⬅/➡.

➡ To **brake**, press ⬇. To **back up**, hold ⬇ after your car comes to a complete stop.

➡ To pull the **handbrake**, press ⟨Spacebar⟩. Use this for tight hairpins and power braking at high speeds.

**EA TIP:** Just for fun, you can use the hand brake to pull spinouts and 360˚s.

➡ To **shift** up/down, press Ⓐ/Ⓩ.

➡ To cycle through **camera views**, press Ⓒ.

➡ To **look behind** you, press and hold Ⓑ.

➡ To **honk** your horn, press Ⓗ. (In Hot Pursuit mode, this triggers your **siren**.)

➡ To cycle your **headlights** ON, OFF, HIGHBEAMS, press Ⓛ.

➡ To quickly **reset** your car, press Ⓡ.

## *PAUSE MENU*

You can access the Pause menu at anytime to take a break or adjust options.

➡ To pause a race, press Ⓔₛc. The Pause menu appears.

| | |
|---|---|
| AUDIO | Use the sliders to adjust racing music, sound effects, engine volume, and speech volume. |
| CONTROLS | View and/or remap driving controls. ➤ *Controllers* on p. 10. |
| CAMERAS | Assign the camera views. ➤ *Cameras* on p. 11. |
| GRAPHICS | Set graphics options. ➤ *Graphics* on p. 11. |
| HEADS UP DISPLAY | Customize the on-screen gauges. ➤ *Heads Up Display* on p. 12. To customize the appearance of your HUD, select POSITIONS... You may then click and drag any gauge to any part of the screen. |
| CONTINUE | Get back to the racing action. |
| RESTART | Return to the starting grid and restart the current race. |
| QUIT | Abort the current race. (Choose to go to the Main menu, the Post Race screen, or the Windows® operating system.) |

While your race is paused, you can use the function keys to get a good view of the game environment. This is especially useful if you want to adjust Graphics options from the Pause menu.

➡ To hide the Pause menu, press F1.

➡ To rotate the Pause screen image left/right, press and hold F2/F4.

➡ To pause/resume auto Pause screen rotation, press F3.

## RACE SUMMARY SCREEN

Following a race, the Race Summary screen appears.

Click a header to
organize the drivers
by that category

Cycle results and records

**SINGLE RACE**
2 Laps Hometown

**RACE SUMMARY**

Sort By

| Place | Player | Total Time | Top Speed |
|-------|--------|-----------|-----------|
| 5th | Mulligan Lamborghini Diablo SV | 03:58.90 | 134.11 MPH |
| 6th | Gotcha Ferrari 550 Maranello | 04:05.78 | 127.82 MPH |
| 7th | Dead Beat Ferrari 550 Maranello | 04:28.28 | 118.30 MPH |
| 8th | **Bad Billy** Chevrolet Corvette C5 | | 141.28 MPH |

Laps
1) 5-24-15
2) 1:45.3

Move the cursor over a
time or speed for a lap-by-
lap breakdown

Save Replay

Save Ghost

View Replay

Return to the Main menu ——— Main Menu...

Race Again    Options...    Exit Game ——— Quit the game

Return to the Starting line for an identical race        Go to the *Options menu* (➤ p. 10)

*NOTE*: Performance stats gauge your car's acceleration. In order to get an accurate reading, you must not bump any object, reset, reverse, or double back. To guarantee a positive reading, run a Single Player race with no opponents, accelerate from the starting line, and continue for one mile (roughly, one minute).

➡ To save a replay of the race, click SAVE REPLAY, type a name to label it (your player name is the default), and press ENTER. To load the replay, ➤ *Loading Saved Game Files* on p. 20.

➡ To save a ghost of your race, click SAVE GHOST, type a name to label it (your player name is the default), and press ENTER. To load the ghost, ➤ *Loading Saved Game Files* on p. 20.

**EA TIP:** Replay and ghost files are saved to your computer's hard drive (default path: **Program Files\Electronic Arts\Need for Speed III\FeData\Save\** ) with the extensions .RP3 for replays and .GST for ghosts.

The ghost is your performance during the just completed race. When you load a ghost, you run the same race again with a translucent car mirroring the line you drove. In this way, you can race against yourself.

*NOTE*: You cannot collide with the ghost car.

➡ To view a replay of the race, click VIEW REPLAY. The replay follows your car from start to finish incorporating a variety of TV-presentation cameras.

Cycle camera views | Change replay speed | Pause/Play | Exit to Race Summary screen

# GAME MODES

Get ready for some fierce competition! Single Race mode is your opportunity to learn the *NFS3* tracks and discover the fastest route to the finish line, including shortcuts that help you compete against faster cars. Knockout and Tournament modes crank the intensity to the limit. Even at the Beginner level, you'll get left behind if you don't know the secrets to each circuit.

## *SINGLE RACE*

Get behind the wheel of the world's most exclusive automobiles and experience the ride of your life. Drive 2-, 4-, or 8-lap races against AI opponents of your choice.

**EA TIP:** If you're just getting started, you can make driving easier in Single Race mode by turning ON Driving Assists.

### SINGLE RACE SETUP

Choose SINGLE RACE from the Race Type overlay, then configure your game at the Main menu, and click RACE.

## *HOT PURSUIT*

Nobody rides for free. The thrill of opening up 12 cylinders and unleashing 500 horses takes a cautionary turn when hard-nosed cops patrol the road.

## CHASE...

Teach your former peers a little respect for the badge. Pull 'em over or lay spike belts to shred their tires. Stop the speeders, and they're busted–one more step toward today's ticket quota.

### When you spot a speeder:

- Press Ⓗ to switch on your siren and lights. The speeder is now targeted for pursuit and arrest.
- Use the force of your vehicle to pull the offender over or get in front of him and press Ⓢ to lay down the spike belt.
- Meet your ticket quota on all the tracks, including the bonus track, Empire City, and you win a bonus super pursuit car.

## OR BE CHASED

The cops engage in pursuit as soon as you, or your competitor, commit a moving violation. If winning races is more important than obeying the law, then maneuver past spike belts, find shortcuts, and hold the hammer down. Reach the finish line first, and you're home free!

### When the cops give chase:

- If you are guilty of a moving violation (driving recklessly, speeding, driving on the wrong side of the road), and you get pulled over, valuable time ticks off the clock while you receive a ticket or a warning.
- If you exceed the number of tickets allowed in a race (determined by the number of laps), they'll arrest you. If this happens, your game is over.
- Successfully complete races on all tracks in Hot Pursuit mode, including the bonus track, Empire City, and you win a bonus super pursuit car.

## HOT PURSUIT SETUP

Choose HOT PURSUIT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

➡ To be the law, you must choose a pursuit vehicle from the Player Car menu.

## MULTIPLAYER HOT PURSUIT

In a multiplayer Hot Pursuit race, you can try to apprehend your friends, team up and go after speeders, or race-as-usual while trying to evade the cops.

## *KNOCKOUT*

Knockouts are single-elimination tournaments, beginning with eight competitors. Following each 2-lap race, the last place car is eliminated from the Knockout. The final race is a head-to-head battle between the two surviving cars.

- ■ You can race in two types of Knockouts–Beginner and Expert. Expert Knockouts feature one or more of the following factors randomly applied to the track: Weather, Night/Day, Mirrored, Forward/Backward.

## KNOCKOUT SETUP

Choose KNOCKOUT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

**Knockout Note:** All Location menu options are preset for the Knockout.

**Knockout Note:** The Opponent Car menu is not available because the remaining Knockout entries are computer generated based on the car class you choose to race.

**Knockout Note:** Defeat Knockout mode to unlock Empire City.

## AFTER A RACE

The Race Summary screen appears after each race. ➤ *Race Summary Screen* on p. 15.



Save your progress

Continue with the next race

Quit the knockout

## MULTIPLAYER KNOCKOUTS

The Knockout continues as long as at least one human racer remains in contention. Players eliminated from the Knockout can stay in the action by driving a noncompetitive traffic vehicle.

## *TOURNAMENT*

A Tournament consists of eight 4-lap races, each taking place on a different track. Drivers receive points based on their finishing positions at each race. The driver with the top score at the end of eight races wins the Tournament.

- ■ You can race in two types of Tournaments–Beginner and Expert. Expert Tournaments feature one or more of the following factors randomly applied to the track: Weather, Night/Day, Mirrored, Forward/Backward.
- ■ Winning the Beginner Tournament unlocks the Jaguar XJR-15. Winning the Expert Tournament unlocks the Mercedes CLK-GTR.

## TOURNAMENT SETUP

Choose TOURNAMENT from the Race Type overlay, then configure your game at the Main menu, and click RACE.

**Tournament Note:** You do not have the option to choose a track or number of laps because Tournaments take place on prescheduled circuits, and they are always four laps long.

**Tournament Note:** The Opponent Car menu is not available because the remaining Tournament entries are computer generated based on the car class you choose to race.

## AFTER A RACE

The Race Summary screen appears after each race. ➤ *Race Summary Screen* on p. 15.



Save your progress — Save Tournament

Continue with the next race — Continue Race

Quit the tournament — Exit Game

## MULTIPLAYER TOURNAMENTS

Multiplayer Tournaments consist of eight 2-lap races.

# LOADING SAVED GAME FILES

Access the Load menu to load saved game files. From the Load menu, you can resume Knockouts and Tournaments in progress, view replays, and race against your previous performances.

➡ To access the Load menu, click LOAD from either the Game Setup menu or the Options menu.

### To Load a file:

**1.** Click the type of file you want to load: KNOCKOUTS, TOURNAMENTS, REPLAYS, or GHOSTS. The list of saved files appears.

**2.** Click the file you want to load, then click LOAD and get ready to race. As soon as the file loads, you're at the starting line for the next event.

### To delete a file:

**1.** Click the type of file you want to delete: KNOCKOUTS, TOURNAMENTS, REPLAYS, or GHOSTS. The list of saved files appears.

**2.** Click the file you want to delete, then click DELETE. The file is deleted.

# MULTIPLAYER RACING

Race head-to-head against a friend on one computer in Split Screen mode, link two computers together for Modem and Serial link racing, or connect up to eight computers over a Network.

In Network racing, only the host needs the *NFS3* disc in its drive. All other computers may participate by installing the Remote version of the game.

**NOTE:** If you have trouble establishing a link between computers, see the enclosed Reference Card.

## *TWO PLAYER RACES*

Two Player races let two players race on a single PC using a split screen. Both players can share the keyboard if necessary, but we recommend that one player use an alternate controller such as a joystick for best results.

- In Split Screen mode, menus such as Player Car and Player Name have settings for Player 1 and Player 2.
- The In Car camera option isn't available in Split Screen mode.
- In Split Screen mode, the Controls menu adds a column for Player 2's controls. The defaults are as follows (note that Player 1's controls are different than they are in 1-player mode):

| *ACTION* | *PLAYER 1* | *PLAYER 2* |
| --- | --- | --- |
| STEER LEFT/RIGHT | ⬅/➡ | G/D |
| ACCELERATE | ⬆ | R |
| BRAKE | ⬇ | F |
| HANDBRAKE | Ins | Spacebar |
| SHIFT GEARS UP/DOWN | Page Up/Page Down | A/Z |
| CYCLE CAMERA VIEWS | K | Q |
| HORN (SIREN IN HOT PURSUIT MODE) | M | W |
| LOOK BEHIND | Home | E |
| RESET CAR | End | X |
| LAY SPIKE STRIP (HOT PURSUIT MODE) | P | S |
| CYCLE LIGHTS ON/HIGHBEAMS/OFF | L | Y |

## NETWORK (IPX)

If you have access to an IPX network (LAN), you can host or join network games of up to eight *NFS3* drivers.

### To begin a Network (IPX) race:

**1.** From the Game Setup menu, select CONNECT PLAYERS... The Connect Players menu appears.

**2.** Select NETWORK (IPX). The current games list appears.

**3.** Choose CREATE GAME to host a Network game, or select a game from the current games list and click JOIN GAME to be a client in a game.

- The host is prompted to configure network settings for data transfer and data updates:

   Choose **CLIENT-SERVER** for network games with more than two players or PEER-TO-PEER to optimize data transfer for two-player games.

**4.** Make your data choices, then click OK. The Race Type window appears.

**5.** Choose a race mode. The Multiplayer Main menu appears. (➤ p. 23.)

## NETWORK (TCP)

If you have an IP address and access to a TCP network, you can link with up to eight computers for multiplayer racing.

### To begin a Network (TCP) race:

**1.** From the Game Setup menu, select CONNECT PLAYERS... The Connect Players menu appears.

**2.** Select NETWORK (TCP), then choose to HOST or JOIN the game.

- The host is prompted to configure network settings for data transfer and data updates:

   Choose **CLIENT-SERVER** for network games with more than two players or PEER-TO-PEER to optimize data transfer for two-player games.

- If you are joining a game, type the IP address of the host computer, then click OK.

**3.** Make your data choices, then click OK. The Race Type window appears.

**4.** Choose a race mode. The Multiplayer Main menu appears. (➤ p. 23)

## *MODEM*

Two players can hook up via modem for two player racing.

**1.** From the Game Setup menu, select CONNECT PLAYERS... The Connect Players screen appears.

**2.** Select MODEM... Then choose whether to DIAL or ANSWER a call. The computer that answers the call is the host.

- ■ If you are making the call, type the modem number of the host computer, then click OK.
- ■ If you are hosting the game, you must choose whether the game is **PEER-TO-PEER** or HOST/CLIENT, then click OK. The Race Type window appears.

**3.** Choose a race mode. The Multiplayer Main menu appears. (➤ below)

## *SERIAL LINK*

In this mode, two PCs are linked via a serial cable for head-to-head action.

**1.** From the Game Setup menu, select CONNECT PLAYERS... The Connect Players screen appears.

**2.** Select SERIAL... the Serial Connection menu appears.

**3.** Check the com port number displayed on the screen, if this is correct for your serial cable, click CONNECT. The Race Type window appears.

➡ To cycle to the correct com port, click COM PORT.

**4.** Choose a race mode. The Multiplayer Main menu appears. (➤ below)

## *MULTIPLAYER MAIN MENU*

The Multiplayer Main menu is similar to the standard Main menu ( p. 5). This is where you set up the race and chat with your opponents before you begin.

Ready signal
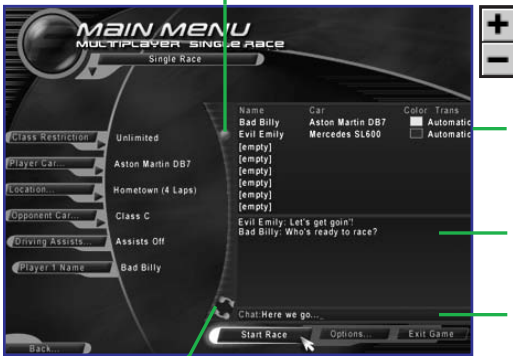
Player name and car information

Chat window

Chat BOX

Click to hide/access the Multiplayer overlay

Although the host is responsible for setting up the multiplayer race, clients can communicate their suggestions via the chat window.

➡ To chat, type a message, then press ENTER to send. The message, labeled by your name, appears in the chat window.

Clients have minimal control on the Multiplayer Main menu. They may configure their cars and enter their names.

➡ When a client is set to race, s/he clicks READY TO RACE. The red signal next to the client's name turns green indicating that s/he is good to go.

➡ When all clients are ready, the host clicks START RACE. The game loads, the computers sync up, and the race starts.

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In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.